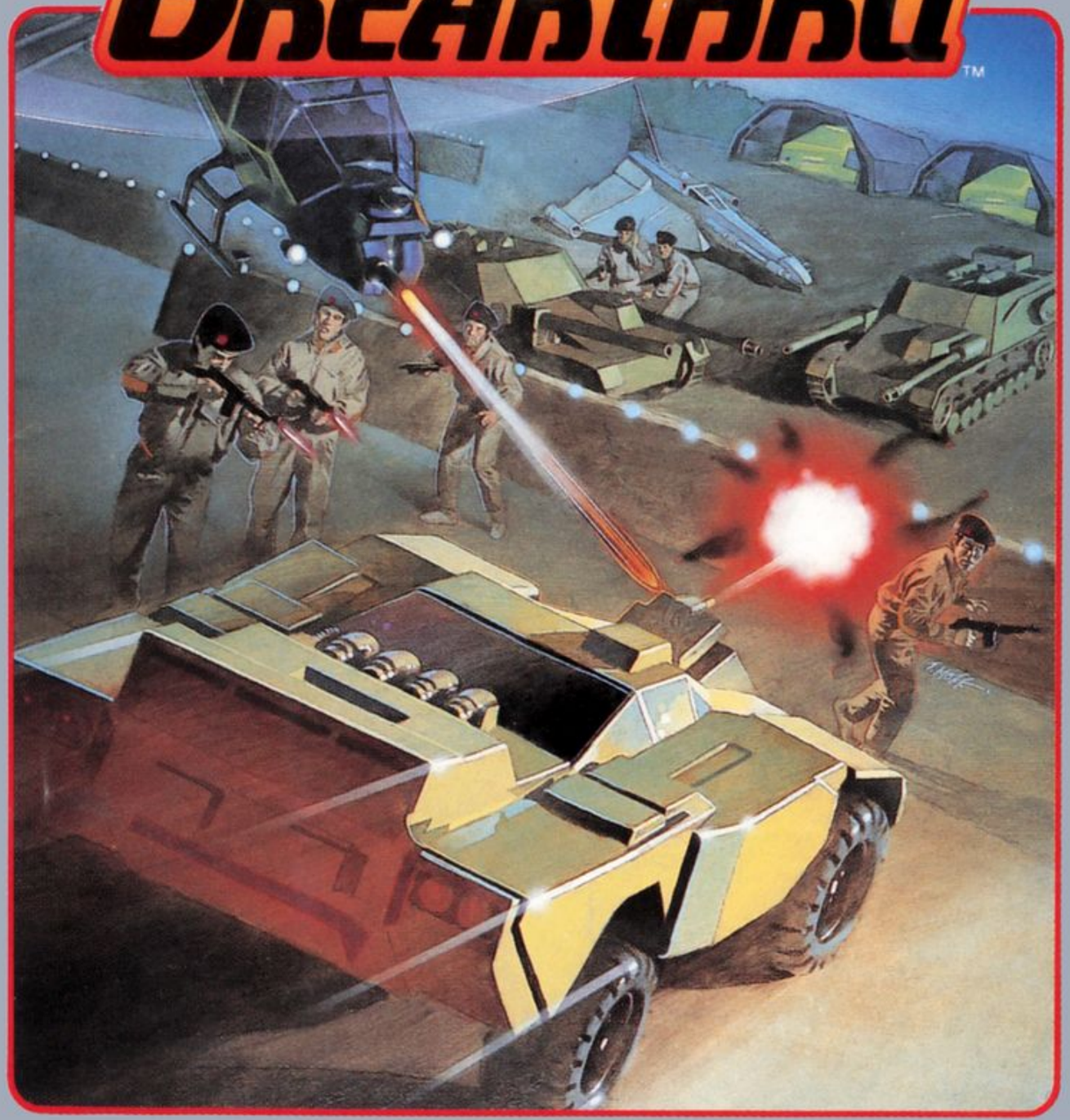
NES--BE--USA

BREAKTHRU™



INSTRUCTION MANUAL

DATA EAST®

This game is licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT SYSTEM®

Nintendo and Nintendo Entertainment System
are trademarks of Nintendo of America Inc.

DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

Your Mission: To retrieve the PK430 secret fighter plane stolen from your country and fly it back. To accomplish your mission you must "BREAKTHRU" five different enemy strongholds of mountains, bridges, prairies, cities and airfields to reach the stolen aircraft. Enemy forces made up of soldiers, flame throwers, helicopters, tanks, jeeps, and more are out to stop you and your highly sophisticated vehicle.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

---

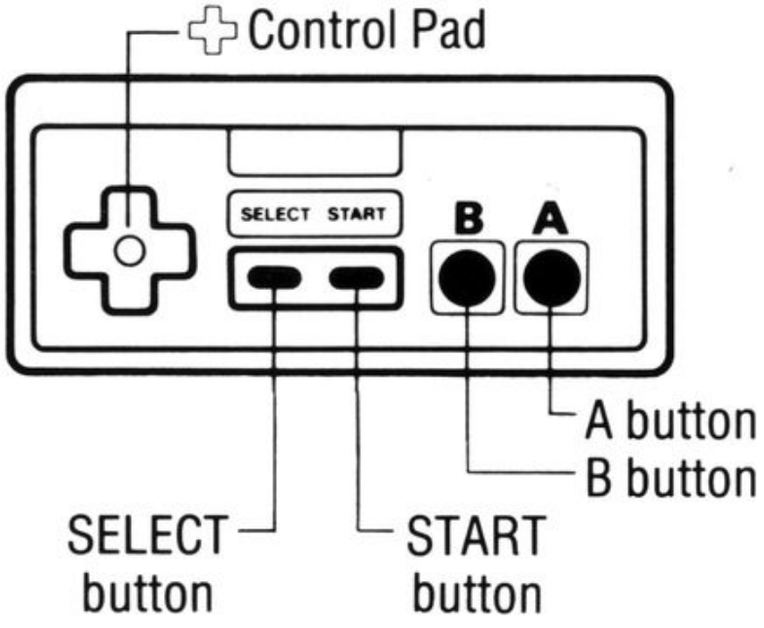
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

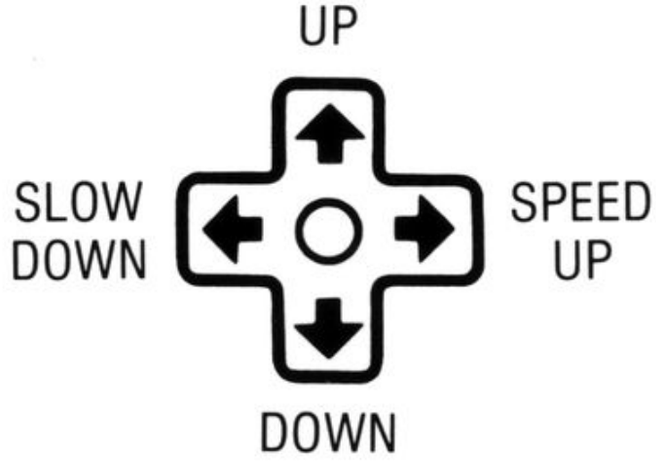
Controller 1/Controller 2



A button: Press to shoot.
B button: Press to jump.

Control Pad

Moves car faster or slower; assists in jumping.



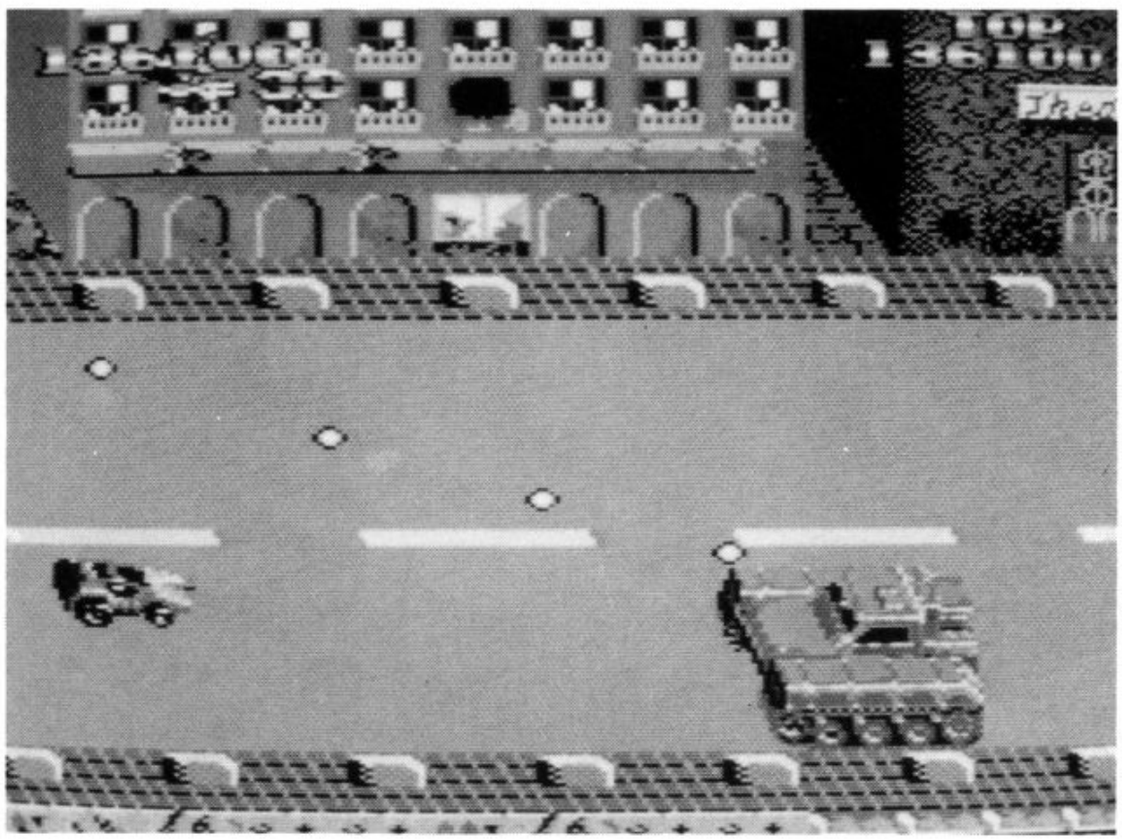
SELECT button

When this button is pressed, the mark (▷) will move between "1 player" and "2 players."

START button

Press this button to begin.

Pause: If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.



3. HOW TO PLAY

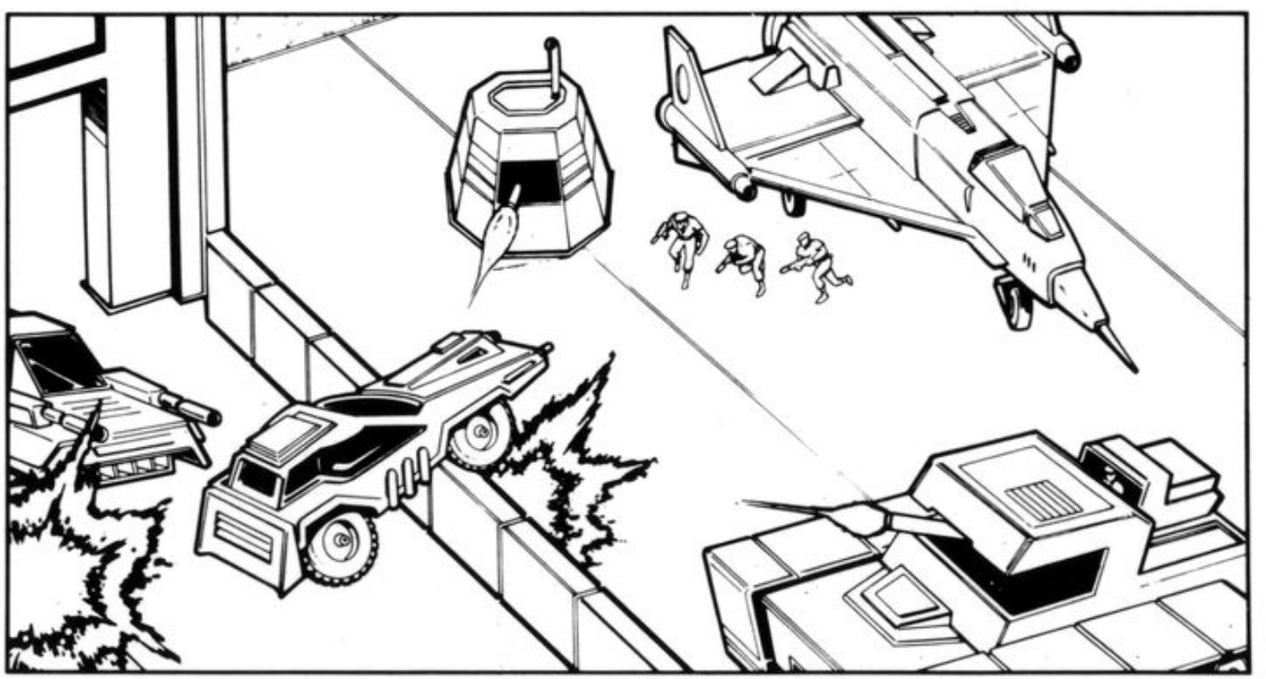
Equipped with only a missile launcher, you must avoid enemy attacks, landslides, and land mines. Advance through enemy territory to recover the stolen PK430 fighter plane. Gain points by destroying enemies. The game is over when you lose 3 vehicles.

Jumping

Press the **B button** to jump. The distance jumped depends on your vehicle's driving speed. When driving at normal speed, your jump will be as short as one vehicle's length.

But to clear certain obstacles, such as rocks that have fallen down on the road, you must press the right side of the **Control Pad** to speed up. This will allow you to make a longer jump.

If the timing of your jump is off, your vehicle will fall down the cliff or land on the rocks.



Obstacles

Ammunition Box: Scattered throughout each stage. you can run over them, or land on them when you jump.

Drum Can: You can run over them as well as the Ammunition Box.

Land Mine: Scattered throughout each stage. If hit, you will lose a vehicle.

Rock: Scattered throughout each stage. Some rocks fall in your path. If hit, you will lose a vehicle.

Missiles: Fall down in formation. If hit, you will lose a vehicle.

Power Barrel: Comes down from the sky. There are four kinds of Power Barrels.

Short Length
3-way shooting for 15 seconds.

Long Length
3-way shooting for 30 seconds.

Circular
3-way shooting until vehicle is destroyed.

Vehicle
Receive one extra vehicle.

Fuel Barrel: Scattered throughout Stage 5. It causes a big explosion when hit.

Enemies

Infantryman With Machine Gun: Found in each stage. Some infantrymen do not shoot.

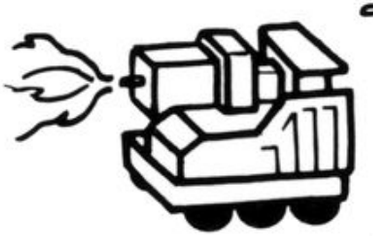
Infantryman Inside Window: Shoots from windows in buildings in Stage 4.

Armored Buggy: Attacks along with helicopters, trucks and tanks.

Jeep: Does not shoot, but is faster than your vehicle. It appears from both sides.

Armored Car: Appears often. Some armored cars move, while others remain in one place.

Fire Mobile: Moves straight ahead while shooting fire.

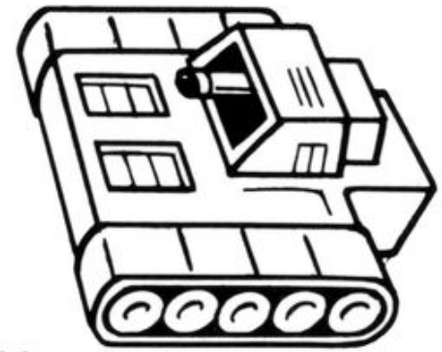


Missile Armored Car: Shoots missiles in a spiral. One type stays in one position and shoots, while the other moves back and forth while shooting.

Radar Car: Shoots missiles from a hatch on the hood. It shoots spirally or in a wide angle, while moving in formation. (Hint: When Radar Car shoots in a wide angle, position yourself in front of it while shooting.)

Truck: One type of Truck stays in one position, while the other moves in the same direction as your vehicle.

Tank: Moves very slowly. Some tanks shoot missiles, while others shoot with machine guns.



Helicopter: Shoots in 3 directions. It will pursue your vehicle, sometimes firing a homing missile. The homing missile will make one U-turn to pursue your vehicle, then leave the screen.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

DATA EAST USA, INC.

470 Needles Drive, San Jose, California 95112, USA.

© 1987 Data East USA, Inc.

PRINTED IN JAPAN